Imminent Danger – Hostile Fire Pay

Introduction

This section provides the procedures for starting, changing, and stopping Hostile Fire Pay. This entitlement is paid to members on official duty in a designated area, subject to hostile fire or explosion of hostile mines, or to members killed, injured, or wounded by hostile fire, or any other hostile action.

Reference

Chapter 4 - Coast Guard Pay Manual, COMDTINST M7220.29 (series)

Multiple Entry Capability

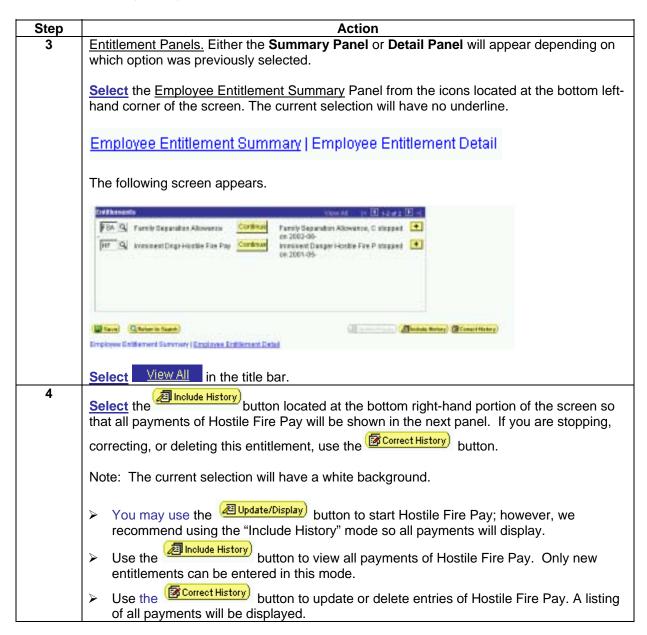
Multiple entry capability is available for this entitlement. Refer to the <u>Imminent Danger/Hostile Fire Pay Multiple Entry topic</u> for instructions on preparing multiple entries for entire units and/or sub departments

Procedure

Start PeopleSoft, sign-in and follow these steps to start, stop, correct, or delete Imminent Danger Hostile Fire Pay.

Step	Action
1	Select Menu items in the following order.
	<u>Home</u> > <u>Compensate Employees</u> > <u>Maintain Entitlements</u> > <u>Use</u> > Employee Entitlements
2	A search page will appear. Enter the member's Employee ID number or other search criteria
	and <u>click</u> the <u>Search</u> button to select the member you wish to display.
	Advanced Technique
	You may select the input mode by checking one of the following boxes located at the bottom of
	the search screen.
	enter in the Update Display mode. The system will automatically default to the last method you
	selected. See Step 4 for more information.
	When choosing a member from the search results, please be sure you are choosing the
	person you actually want to change data on. Verify the employee ID or national ID (SSN)
	before making any changes.
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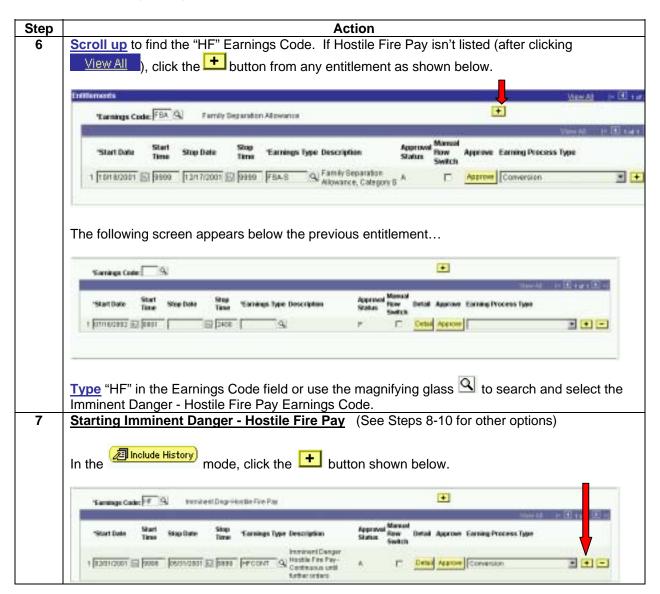
Procedure (cont'd)



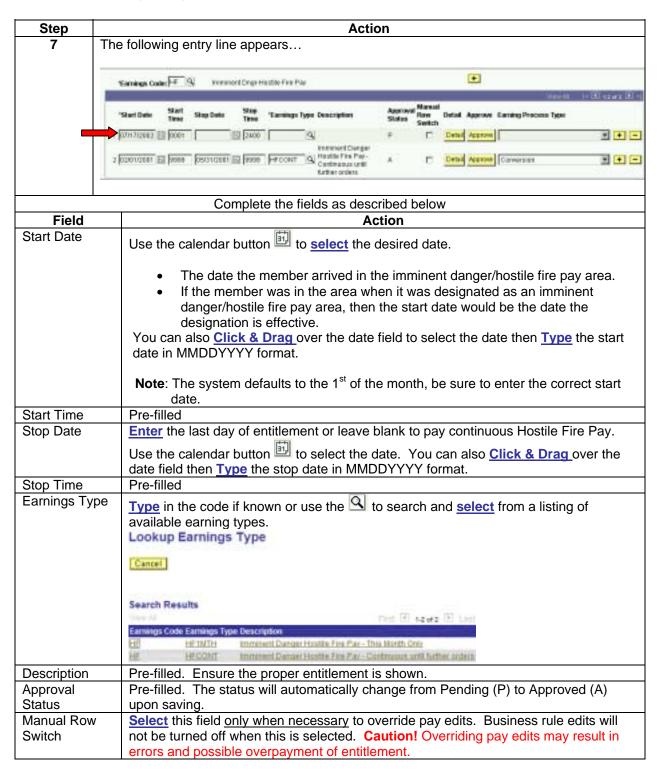
Procedure (cont'd)

Step	Action
5	If a Hostile Fire Pay row exists in the Summary Panel
	Click the Continue button adjacent to Imminent Danger - Hostile Fire Pay. The Employee Entitlement Detail screen will appear. (Go to Step 7)
	If a Hostile Fire Pay row doesn't exist in the Summary Panel
	Click a button to the right of any entitlement. A blank entitlement line will appear below whichever line is selected.
	Next, type "HF" in the look-up box or use the magnifying glass to search for and select the Imminent Danger - Hostile Fire Pay earning code.
	Then <u>click</u> the Continue button adjacent to Imminent Danger - Hostile Fire Pay to bring it up in the Employee Entitlement Detail screen. (Go To Step 7)
6	Employee Entitlement Detail Panel is the main panel for entering or stopping entitlements. If you have completed Steps 3-5, continue on to Step 7.
	Follow these procedures to bypass the Employee Entitlement Summary Panel.
	Select the Employee Entitlement Detail Panel from the icons located at the bottom left-hand corner of the screen. The current selection is not underlined.
	Employee Entitlement Summary Employee Entitlement Detail
	Select the button located at the bottom right-hand portion of the screen so that all entries of Hostile Fire Pay will be shown. If you are stopping, correcting, or deleting this entitlement, use the Correct History button.
	Select View All from the displayed title bar to list all entitlements.

Procedure (cont'd)



Procedure (cont'd)



Procedure (cont'd)

Field	Action
Detail	Click the Detail button and enter the supporting data. Use the magnifying glass icon to lookup and select the applicable country code. Section 4-H of the Coast Guard Pay Manual, COMDTINST M7220.29 (series) lists eligible areas.
	Supporting Data
	HF 07/01/2003 HF1MTH
	Foreign Country: DJ Q Djibouti
	Dollar Amount: 0.00
	OK Cancel
	Click the "OK" button to return to the earnings type row.
Approve	Not Used. Payment of Hostile Fire Pay does not require audit and approval.
Earnings Process Type	Not Required. Disregard this field.
Save	Click this button (located at the bottom left of the screen) to approve the entry.

Stopping Imminent Danger/Hostile Fire Pay Follow this step to stop the entitlement.

Step	A	ction	
8	Stopping Imminent Danger - Hostile Fire I	Pay	
	In the Correct History mode, find the row to s below:	top. The stop date will be blank a	s shown
	Tarrings Code PF 3 intrinset Engr-Locate Fire Pay	•	
	Start Date Stort Stop Date Stop Sansings Type Description	Approved Manual States Switch	FEHRINE
	1 (U) E2 (2480 PFCCNT Q) House the Far- Continues until Softer reduce	A C Detail Approve	**-
	3 (02014099) (E) (0909) (050214099) (E) (0909) (FCCONT (S) (00074409) (E) (0909) (E) (E) (E) (E) (E) (E) (E) (E) (E) (E	A Detail Approve Conversion	-

Field	Action
Stop Date	Enter the last day of entitlement by using the calendar button to select the date. You can also Click & Drag over the date field then Type the stop date in MMDDYYYY format. This field can be future dated.
Stop Time	Pre-filled
Manual Row Switch	<u>Select</u> this field <u>only when necessary</u> to override internal pay edits. Business rules will not be turned off when this is selected. <u>Caution!</u> Overriding pay edits may result in errors and possible overpayment.
Approve	Not Used – Payment of Hostile Fire Pay does not require audit and approval.
Save)	Click this button (located at the bottom left of the screen) to approve the entry.

Correcting Imminent Danger/Hostile Fire Pay Follow this step to correct an entry.

Step	Action
9	Correcting Imminent Danger - Hostile Fire Pay
	In the Correct History mode, find the Hostile Fire Pay row to correct.
	Click & Drag over any editable field to change its value. Dates must be typed in
	MMDDYYYY format. You may also use calendar buttons to modify dates and the
	magnifying glass to change the earning type.
	Click the Detail button to access and correct the country code, if necessary.
	Click the Save button located at the bottom left of the screen.
	To change the effective start date, you must delete the entire row (Step 10) and then start a new Hostile Fire Pay entitlement (Step 7).

Deleting Imminent Danger/Hostile Fire Pay Follow this step to delete an entry.

Step	Action
10	Deleting Imminent Danger - Hostile Fire Pay
	In S Correct History mode, find the Hostile Fire Pay row to delete.
	Click on the button located in the row to be deleted.
	Click the screen.
	The total Hostile Fire Pay entitlement will be recouped when using this feature.

End